

### **LISTING OF THE CLAIMS**

Claims 1-18 are pending in the Application. Claim 1 is an independent claim and claims 2-5 and 16 depend therefrom. Claim 6 is an independent claim and claims 7-10 and 17 depend therefrom. Claim 11 is an independent claim and claims 12-15 and 18 depend therefrom.

This listing of claims will replace all prior versions and listings of claims in the application.

1. (Original) A method for speeding up an encoded original audio signal, said original audio signal having an original frequency and original playback speed, said method comprising:

receiving the encoded original audio signal;

retrieving frames of the original audio signal;

skipping frames at a rate according to a desired playback speed;

wherein said desired playback speed is greater than the original playback speed;

applying a window function to the remaining frames;

converting the signal with the windowed frames from digital to analog format;

and

using the original frequency to playback the analog format signal.

2. (Original) The method according to claim 1 wherein the encoded original audio signal is encoded in the frequency domain using one of a plurality of encoding schemes, the method further comprising frequency-domain decoding of the encoded original audio signal.

3. (Original) The method according to claim 2 wherein said decoding comprises: decoding said encoded signal using a decoding scheme corresponding to said one of a plurality of encoding schemes; applying an inverse transform to the encoded audio signal; and applying an inverse window function.

4. (Original) The method according to claim 1 wherein the desired playback speed is a predefined default value.

5. (Original) The method according to claim 1 wherein the desired playback speed is a programmable value.

6. (Original) A machine-readable storage having stored thereon, a computer program having at least one code section that speed up an encoded original audio signal, said original audio signal having an original frequency and original playback speed, the at least one code section being executable by a machine for causing the machine to perform operations comprising:

receiving the encoded original audio signal;

retrieving frames of the original audio signal;

skipping frames at a rate according to a desired playback speed;

wherein said desired playback speed is greater than the original playback speed;

applying a window function to the remaining frames;

converting the signal with the windowed frames from digital to analog

format; and

using the original frequency to playback the analog format signal.

7. (Original) The machine-readable storage according to claim 6 wherein the encoded original audio signal is encoded in the frequency domain using one of a plurality of encoding schemes, the machine-readable storage further comprising code for frequency-domain decoding of the encoded original audio signal.

8. (Original) The machine-readable storage according to claim 7 further comprising: code for decoding said encoded signal using a decoding scheme corresponding to said one of a plurality of encoding schemes; code for applying an inverse transform to the encoded audio signal; and code for applying an inverse window function.

9. (Original) The machine-readable storage according to claim 6 wherein the desired playback speed is a predefined default value.

10. (Original) The machine-readable storage according to claim 6 wherein the desired playback speed is a programmable value.

11. (Previously Presented) A system that speeds up an encoded original audio signal, said original audio signal having an original frequency and original playback speed, the system comprising:

at least one controller configured to receive the encoded original audio signal;

the at least one controller configured to retrieve frames of the original audio signal;

the at least one controller configured to skip frames at a rate according to a desired playback speed;

wherein said desired playback speed is greater than the original playback speed;

the at least one controller configured to apply a window function to the remaining frames;

the at least one controller configured to convert the signal with the windowed frames from digital to analog format; and

the at least one controller configured to use the original frequency to playback the analog format signal.

12. (Previously Presented) The system according to claim 11 wherein the encoded original audio signal is encoded in the frequency domain using one of a plurality of encoding schemes, the system further comprising code for frequency-domain decoding of the encoded original audio signal.

13. (Previously Presented) The system according to claim 12 further comprising: the at least one controller configured to decode said encoded signal using a decoding scheme corresponding to said one of a plurality of encoding schemes; the at least one controller configured to apply an inverse transform to the encoded audio signal; and the at least one

controller configured to apply an inverse window function.

14. (Original) The system according to claim 11 wherein the desired playback speed is a predefined default value.

15. (Original) The system according to claim 11 wherein the desired playback speed is a programmable value.

16. (Previously Presented) The method of claim 1, wherein skipping frames at a rate according to a desired playback speed further comprises skipping frames at a rate according to a desired playback speed, wherein the frames correspond to time intervals.

17. (Previously Presented) The machine-readable storage of claim 6, wherein skipping frames at a rate according to a desired playback speed further comprises skipping frames at a rate according to a desired playback speed, wherein the frames correspond to time intervals.

18. (Previously Presented) The system of claim 11, wherein skipping frames at a rate according to a desired playback speed further comprises skipping frames at a rate according to a desired playback speed, wherein the frames correspond to time intervals.